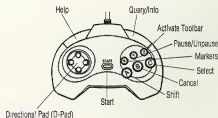


## Using the Control Pad in SimCity 2000



Directional Pad (D-Pad)

**Start**—Starts the game, opens the Main menu during the game.

**Directional Pad (D-Pad)**—Scrolls the city and moves the highlight through the different tools, tool options and menus.

**Shift (A)**—Use it with the **D-Pad** to zoom and rotate the city, and with the **Marker (X)** button to set markers in the city.

**Shift (A) + D-Pad Up** = Zoom In

**Shift (A) + D-Pad Down** = Zoom Out

**Shift (A) + D-Pad Right** = Rotate Clockwise

**Shift (A) + D-Pad Left** = Rotate Counter-Clockwise

**Shift (A) + Marker (X)** = Set a Marker

**Cancel (B)**—Cancel or Go Back.

**Select (C)**—Selects, activates or chooses tools, options or menu items.

**Marker (X)**—Press it by itself to jump from Marker to Marker, or with the **Shift (A)** button to set Markers.

**Pause (Y)**—Press it to stop time, and again to restart time.

**Activate Toolbar (Z)**—Activates the toolbar in the Main or Map screens.

**Help (Left Shift)**—Press and hold it for on-screen help.

**Query/Info (Right Shift)**—Press and hold it in the city to open a Query window with information on the part of the city in the Active Area. Press and hold it in a toolbar for tool and tool option information.

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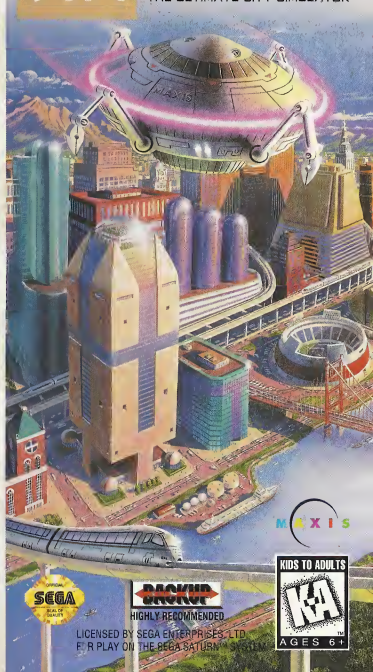


SEGA SATURN™

T-12601H

# SIM CITY 2000™

THE ULTIMATE CITY SIMULATOR



SEGA  
SATURN  
PLAY ON SATURN

RECOMMENDED  
HIGHLY RECOMMENDED

LICENSED BY SEGA ENTERPRISES, LTD.  
FOR PLAY ON THE SEGA SATURN™ SYSTEM

MAXIS

KIDS TO ADULTS



**WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM.** A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

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- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Saturn compact disc.
- Keep your Sega Saturn compact disc clean. Always hold it by the edges and keep it in its case when not in use. Clean it with a lint-free, soft dry cloth—wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

This product has been rated by the Entertainment Software Rating board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

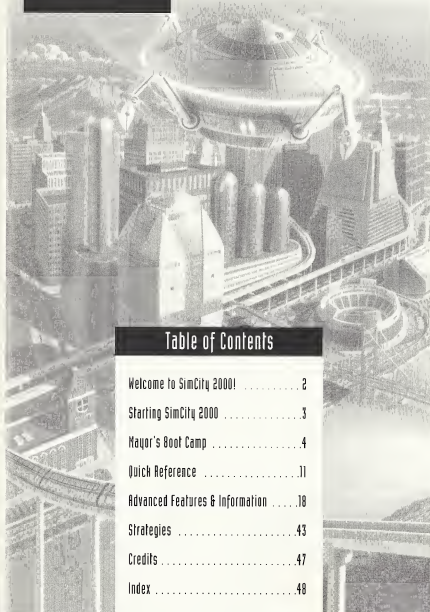


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# SIM

# CITY 2000®

THE ULTIMATE CITY SIMULATOR



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## Welcome to SimCity 2000!

Congratulations! You are hereby proclaimed Mayor of a million cities and ruler of a billion simulated lives (your Sims).

As Mayor, you may take over and run any of the included scenario cities, or build your own cities from the ground up. You're in charge. You choose whether to build small, rural towns, or huge, bustling megalopolises. As you design and build your cities, simulated citizens—Sims—move in and build their homes, stores and workplaces, raise their families and invite their friends. If your city is a nice place to live, your population will increase. If it's not, your Sims will leave town. And be assured that they'll let you know what they think about you and your policies.

SimCity 2000 is primarily a "building" game, where the challenge is to create and grow your cities. Of course, there are plenty of opportunities to destroy, from bulldozers to earthquakes to air crashes. But, you'll soon learn that it's a lot more challenging to build than to destroy. And remember, the lives, hopes and dreams of millions of Sims are in your hands.

## Starting SimCity 2000



1. Set up your Sega Saturn system according to the instructions in the Sega Saturn Instruction Manual. Plug in Control Pad 1.
2. Place the SimCity 2000 disc, label side up, into the Saturn's CD tray, lock it into position and close the lid.
3. Turn on the Sega Saturn and the TV or monitor. The Sega Saturn logo will appear on the screen. If nothing appears, turn the system off and make sure it is set up correctly before turning it on again.

Once the SimCity 2000 fly-through animation begins (and you've spent a few moments gazing at its 3-D visual splendor), you can press the **Start** button on the Control Pad to begin the game.



After a few seconds of loading, SimCity 2000 will offer you a menu of choices: your first decisions!

As Mayor, you'll be making a lot of decisions. Your first one is, should you:

1. Jump in and try to figure out SimCity 2000 on your own?
2. Play through the Mayor's Boot Camp, then jump in?
3. Read every word of this manual—even the Advanced Features?

*Hint: We suggest that you first load one of the scenarios and watch what happens, then play through the Mayor's Boot Camp (it'll only take five minutes), and try building a city on your own. After you've gotten your feet wet, check out the Quick Reference section. Later, when you're ready for the finer points of SimCity 2000, look up individual subjects in the Advanced Features as needed. But you're the boss—it's your decision!*

# Mayor's Boot Camp

## Introduction

This Mayor's Boot Camp will walk you through the basic steps of creating a small city of your own. It'll only take a few minutes. Here's what you'll learn how to do:

1. Start a new city
2. Scroll, zoom and rotate the terrain
3. Pick a nice location for building
4. Lay some roads
5. Place some residential, commercial and industrial zones
6. Place a power plant
7. Lay power lines
8. Watch your city grow and celebrate.

But first, some very useful background information:

## What Makes a (Sim)City?

SimCity 2000 has many layers of complexity, lots of features and all sorts of stuff to put in your city, but to get a small city started, all you need is:

- A place for the Sims to live: a residential zone
- A place for the Sims to work: an industrial zone
- A place for the Sims to shop and conduct business: a commercial zone
- A source of power: a power plant
- A way to get the power from the power plant to the zones: power lines
- A way for Sims to travel between work, home or shops: roads

That's all you need to build, and Sims with that pioneering spirit will move into your city and build their own houses, factories and offices. They'll drive their cars and carry on business and complain about taxes. If you build it, they will simulate.

Once your city has begun to grow, you can add:

- More zones with different density levels
- Multiple above- and below-ground means of transportation
- A complete water system
- Custom landscaping
- Airports and seaports
- Police and fire stations
- Educational and recreational facilities
- A whole lot more

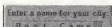
Enough talk ... time for a simulating experience.

## Creating a New City

Follow the directions in *Starting SimCity 2000* above. When you see this menu use the **D-Pad** to highlight **Start New City** and press **Select (C)**.



A brand new terrain will be generated, then you will be asked to name your city. For this boot camp, you can just accept the default name, *New City*, by pressing **Select (C)**. If you want to get fancy, rename it. Use the **D-Pad** up and down directions to scroll through all the letters and numbers, and the left and right directions to move to the next character of the name, then press **Select (C)**.



Next, you get to choose the difficulty level and the city's starting year. The defaults (Easy, 1900) are fine for now. Use the **D-Pad** to highlight **Done**, then press **Select (C)**.

Your new city will appear on the screen for a second, then a newspaper will appear, announcing the founding of your new city. You'll have time to read plenty of newspapers later, so for now, press the **Cancel (B)** button on the Control Pad.

## Scroll, Zoom and Rotate

Your entire city is too big to see on the screen all at once. To see it all you can use the **D-Pad** to scroll the terrain. Go ahead, go for a scroll around your new home and explore the four corners of your domain.

As mayor, sometimes you'll need to inspect your city closely, and other times you'll need to get a good overview. For this reason, there are three zoom levels at which you can view your city. To zoom in closer, hold down the **Shift (A)** button and press the **D-Pad Up** direction. To zoom out, hold down the **Shift (A)** button and press the **D-Pad Down** direction. Go ahead and zoom in and out until you have a feel for it.

And when you need to see your city from a number of angles, you can rotate it. Hold down the **Shift (A)** button and press the **D-Pad Left** direction to rotate the city 90 degrees counter-clockwise, and hold down the **Shift (A)** button and press the **D-Pad Right** direction to rotate the city 90 degrees clockwise.

Take a few moments and practice your scrolling, zooming and rotating. While you're at it, look for a nice place to start your city. It should be flat, and if possible, there should be water nearby.

## The Road to Success



Now that you've found a good spot, it's time to lay some roads. The picture to the left shows a typical good starting spot, in the middle zoom:

*Note: Every new terrain is different, so don't expect the pictures in this manual to exactly match those on your screen. But don't worry, they'll be close enough.*

Notice the purple spot in the middle of the screen. That's the Active Area—the part of the city that will be affected when you use tools. The Active Area changes, depending on the tool you use.

The first tool we'll use is the one that builds roads. But first, we'll need to activate the toolbar. Press the **Z** button on the Control Pad.



Use the **D-Pad** to move the highlight down the toolbar until it reaches the road icon.



Press **Select (C)**. More icons appear. The first one (the one we want) is highlighted. Press **Select (C)** again to select it and close the toolbar.



We're now ready to lay some roads. We're going to make a big "X" with roads, that'll look something like the picture to the left.

Here's how to lay a road:



1. Scroll the city so the Active Area is at one end of a road and press the **Select (C)** button once.



2. Scroll the city so the Active Area is at the other end of the road.



3. Press the **Select (C)** button again.

Go ahead and lay two roads in a big "X."

## Zoning Out

Now we need to zone different areas of our city residential, commercial and industrial.

Press **Activate Toolbar (Z)**, then highlight the Residential Zone icon.



Press **Select (C)** to select the tool and open the tool option icons, then press **Select (C)** again to select the first option and close the toolbar.

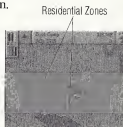
The zoning tools work like the road tool, except you can make zones that are lines or rectangles. (Roads can only be lines.) Here're the steps:

1. Scroll the city so the Active Area is at one corner of the zone you want to place.
2. Press the **Select (C)** button once.
3. Scroll the city so the whole zone is marked.
4. Press the **Select (C)** button again.

Go ahead and place some residential zones, like the ones in the picture to the right. You'll probably want to zoom in while zoning to get a better look.



Commercial Zones



Residential Zones

Now place some commercial and industrial zones. Make them look roughly like the picture to the left. You'll be using these tools:



Commercial Zone Tool



Industrial Zone Tool

## Power to the People

Sims—the residents of SimCity 2000—are electric life-forms, and won't even consider moving into a city that doesn't have power. Our next step is to place a power plant.



Power Tool

Press **Activate Toolbar (Z)**, scroll to the Power tool, and press **Select (C)** to open the tool options.



Power Plant Tool

Use the **D-Pad** to highlight the option on the right—**Power Plants**—then press **Select (C)**.

You are now given a choice of power plants. Press **Select (C)** to choose the Coal power plant and return to the city.



Scroll the city so the Active Area—notice that it is bigger now—is on flat land, near the industrial zones and away from the residential zones. (You don't want to live right near a smokey power plant, and neither do the Sims.)



Power Plant Ready to Place

Press **Select (C)** to place the power plant. If it won't place, make sure you're placing it on flat ground. It won't work on a hillside. If your power plant is touching a zone, then some Sims may begin to move in, but to really get things going, we'll need to add power lines to connect the power from the plant to all the zones.



Power Plant Placed



Power Tool

Press **Activate Toolbar (Z)**, highlight the Power icon and press **Select (C)**. Next, highlight the Power Line icon and press **Select (C)** to select it and close the toolbar.

Power lines are placed just like roads. Go ahead and run power lines all through your city, so they look like the picture to the right. Zoom and rotate as needed.



Power Line Tool



Power Lines Placed

Soon Sims will move into your city and build their homes and businesses—and complain about taxes. If they don't move in, then you might not have your power hooked up. Zoom in and rotate as needed to make sure the power lines actually touch the power plant.

## You're On Your Own

Now it's all up to you. Add more roads and zones. Add police and fire stations. Add schools (or not). If you're not sure what to do next, don't worry, the Sims will start making demands. You know the basics now, but there's a lot more to mastering this game. Play and experiment for a while, then check out the Quick Reference section. And when you think you're ready for it, try the scenarios.

Congratulations and good luck!



## Quick Reference

### Overview of the Game

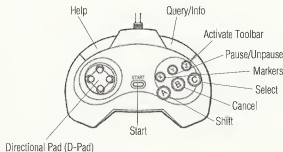
Unlike most games, SimCity 2000 doesn't have one specific goal or one way to win. SimCity 2000 supplies you with powerful tools for city design, building and management—what you do with the tools is up to you. You set your own goals and decide for yourself if you've met them. You have a number of ways to approach SimCity 2000:

- You can take on the gaming challenges of the scenarios. Each scenario has a "win" condition. If you meet this condition within a specific time, you'll receive the key to the city and be allowed to continue your job as Mayor. If you don't meet the condition, you'll be run out of town—until you're ready to try again.
- You can explore and modify any of the many cities included on the SimCity 2000 CD-ROM.
- You can create your own cities from the ground up to give life to your own personal dream city.

However you play SimCity 2000, whatever goals you set, you can be sure of one thing: it'll take all your skill, all your guts, all your determination and all your creativity to succeed.

### The Control Pad

Here's how to use the Control Pad to play SimCity 2000:



**Directional Pad (D-Pad)**—*In the city:* Use it by itself to scroll around the city in any direction. Use it with the **Shift (A)** button to zoom in and out and rotate the city. *In menus and the toolbars:* Use the **D-Pad** to scroll through the different tools, tool options and menu items.

**Start**—*During the introduction animation and demo mode:* It starts the game. *During the game:* It opens the Main menu.

**Shift (A)**—Use it with the **D-Pad** to zoom and rotate the city, and use it with the **Marker (X)** button to set markers in the city.

**Shift (A) + D-Pad Up** = Zoom In

**Shift (A) + D-Pad Down** = Zoom Out

**Shift (A) + D-Pad Right** = Rotate Clockwise

**Shift (A) + D-Pad Left** = Rotate Counter-Clockwise

**Shift (A) + Marker (X)** = Set a Marker\*

**Cancel (B)**—Cancel or Go Back.

**Select (C)**—*In the city:* Use it to affect the part of the city in the active area in some way, depending on the active toolbar tool. *In the toolbar:* Use it to select a tool or tool option.

**Marker (X)**—Press it by itself to instantly jump from Marker to Marker. Use it with the **Shift (A)** button to set up to five Markers.

**Pause (Y)**—Press it once to pause the simulation (stop time), and again to unpaused (start time again).

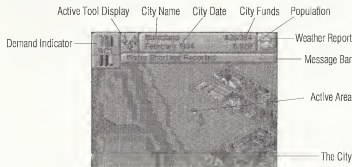
**Activate Toolbar (Z)**—Activates the toolbar in the Main or Map screens.

**Help (Left Shift)**—Press and hold this button for on-screen help.

**Query/Info (Right Shift)**—*In the city:* Press and hold to open a Query window with information on the part of the city in the Active Area. *In the toolbar:* Press and hold for tool and tool option information.

\*Markers help you jump around to different places in your city. You can set up to five markers by pressing **Shift (A) + Marker (X)**. If you set a sixth, it will replace the first one. Pressing **Marker (X)** without the **Shift (A)** jumps from Marker to Marker.

## The SimCity 2000 Main Screen



**The City** is where you view, build and manage your city. Use the **Select (A)** button with the **D-Pad** to zoom and rotate the city.

**The Active Area** is the part of the city that is affected by the active toolbar tool.

**The Message Bar** gives you hints and messages from your Sims.

**The Demand Indicator** lets you know what kinds of zones the Sims need (**Residential**, **Commercial** or **Industrial**).

**The Active Tool Display** shows which toolbar tool is currently active.

**The Weather Report** shows you what the weather is like in your city.

**City Funds** is the amount of money you have in your city treasury.

**Tiles** are the smallest area of SimCity 2000 you can affect at a time with a tool. Tiles are shown in a grid on the landscape. All buildings and objects are 1x1, 2x2, 3x3 or 4x4 tiles.

## The SimCity 2000 Toolbar



The toolbar holds all your tools for building, managing and modifying your city. The tools in the toolbar change when you activate the **Terrain Editor**.

Here's how to use the toolbar to select tools:

1. Press the **Activate Toolbar (Z)** button to activate the toolbar.
2. Use the **D-Pad Up** and **Down** directions to highlight the tool you want.
3. Press the **Select (C)** button and the tool options will appear.
4. Use the **D-Pad Right** and **Left** directions to highlight the options you want.
5. Press the **Select (C)** button to select the tool option, and you're ready to go.



Once an option has been selected (for most tools), the toolbar is deactivated.

Here's some more helpful toolbar information:

- You can return to the City without selecting a new tool by pressing the **Cancel (B)** button.
- You can close a tool's options without selecting one by pressing the **Cancel (B)** button.
- If you want information on a tool (a list of its options) or a tool option (its name and cost to use), highlight it and press and hold the **Query/Info (Right Shift)** button.
- Additional help for each tool and option can be viewed on the screen by highlighting the tool or option, then pressing and holding the **Help (Left Shift)** button.
- When tools are darkened, it means they aren't available to you. Some tools, like Rewards, are only available at certain times.
- If you don't have enough funds to use a tool, you'll hear an error sound when you try to use it.
- The simulation pauses (time stops) while the toolbar is active.



# Using the Tools

There are slight variations on the way the tools work. Here are the most common ones:

1. Single-press tools, like the Bulldozer or any of the tools that place buildings, work with a single button press. Just scroll the city so the Active Area covers the spot where you want to use the tool and press **Select (C)**. Single-press tools that place buildings only work on flat, level ground.
2. Rubber-banding tools, like roads and zones, require two button presses. Press **Select (C)** once where you want the road or zone to begin, scroll the city to highlight the area where you want to use the tool and press it again. (For roads, this area can be a single tile or a line. For zones it can be a single tile, a line or a rectangle.)

On the next two pages is a listing of all the tool icons, tool option icons and their names for both the "regular" city tools and the Terrain Editor tools. Costs are also shown for those tools that cost money to use. A complete description of each tool and each tool option can be found in the Advanced Features section later in this manual.

## City Tools Look-up Chart

### Bulldozer



### Landscape



### Emergency



### Power



### Water



### Rewards



You'll have to earn them to find out!

### Roads



### Rails



### Ports



### Residential



### Commercial



## Industrial



## Education



## City Services



## Recreation



## Help



## Navigation



## Population Screen



## Neighbors Screen



## Industry Screen



## Graphs Screen



## Budget Screen



## Maps Screen



## Show/Hide Layers



# Advanced Features and Information

## General Information

### Your Role As Mayor

In your role as mayor, you are directly responsible for:

- Planning—zoning, long- and short-range strategies
- City infrastructure—water, power, transportation
- Government services—fire, police, hospitals, prisons
- Education—schools, colleges, libraries, museums
- Recreation and open spaces—parks, zoos, stadiums, marinas
- City budget and taxes
- Major and minor land manipulation
- The health, wealth and happiness of the Sims that live in your city

You are not directly responsible for:

- Building houses, stores, factories or other buildings (the Sims take care of them).

## Terrain, Tiles, City Limits and Neighbors

- Terrain in SimCity 2000 has 32 levels of altitude, with mountains, valleys, lakes, rivers, streams, and waterfalls. You can customize and modify the landform, both at the beginning of a game and during actual city building.
- In the Terrain Editor you can mold and shape the terrain for your city as much as you want, without any charge. Once you start playing a game and begin building a city, it will cost you to modify the terrain.
- The land is divided up into "tiles." A tile is the smallest piece of land that can be raised, lowered or covered with water. It is a square approximately 200 feet on each side, or about one acre.
- The total city limits is a square approximately 5 miles on each side. Buildings, objects, roads, etc., are also divided up into tiles. One section of road is one tile. Some of the larger buildings are made of many tiles.

- You can build multiple separate communities or small cities within the city limits, but the simulation will treat them as one city. All the statistics and information in the Graphs, Population, Industry and other screens collectively cover everything within the entire city limits.
- Your cities don't live in a vacuum. Their growth and decline are affected by surrounding cities, which function both as a market for selling your manufactured goods and as competitors, vying for population and businesses.

## Menus

### Using Menus

Use the **D-Pad** to select the menu item you want, then press the **Select (C)** button.

To close a menu or return to the previous menu without selecting anything, press the **Cancel (B)** button.

On menus that let you make more than one selection without closing, press **Cancel (B)** to close the menu.

The simulator always pauses (time stops) when any menu is open.

### Main Menu



This menu is really a menu of menus, leading you to all of SimCity 2000's other menus. Open it by pressing the Start button while SimCity 2000 is running. It closes as soon as you make a selection.

**File** opens the File menu.

**Speed** opens the Speed menu.

**Options** opens the Options menu.

**Disasters** opens the Disasters menu. This item is not available when disasters are disabled in the Options menu.

**Newspaper** opens the Newspaper menu.

## Opening Menu and File Menu



This menu is presented when SimCity 2000 first loads, or when you select File from the Main menu. It closes as soon as you make a selection.

**Load City** lets you choose from and load any of the pre-built cities on the SimCity 2000 CD-ROM and any cities that you have saved to the Saturn's internal or optional Backup memory.

**Start New City** generates a new, empty terrain, prompts you for the city's name, year and game level, then begins the game. To enter the city's name, use the **D-Pad's** up and down directions to scroll through the characters (Space, 0, 1, 2, 3, 4, 5, 6, 7, 8, 9, A, B, C, D, E, F, G, H, I, J, K, L, M, N, O, P, Q, R, S, T, U, V, W, X, Y, Z, a, b, c, d, e, f, g, h, i, j, k, l, m, n, o, p, q, r, s, t, u, v, w, x, y, z) and the right and left directions to choose the letters to change. Press **Select (C)** when you're done.

**Terrain Editor** clears all man-made (and Sim-made) objects from the city, leaving an empty terrain, and fills the toolbar with terrain editing tools.

**Load Scenario** lets you choose from the many scenarios on the CD-ROM.

**Update City** lets you re-save or replace a city that you have already saved to the Saturn's memory. This menu item will be unavailable unless you have previously saved a city.

**Save City** saves the current city into your Saturn's memory so it can be restored later. We recommend that you add a Backup RAM Cartridge to your Saturn. Without it, you can only save one city—and not even one if you've used any of the internal RAM to save something from another game. With it, you can save as many as 17 cities, depending on how much you have saved from other games. This menu item is unavailable unless you have a city or scenario loaded *and* you have enough free memory to save a city.

Once you select Save City, you'll have up to three choices:

1. Base RAM is the memory that comes with your Sega Saturn.
2. Cartridge Ram is only available if you have the optional Backup RAM Cartridge installed. It can hold as many as 16 games.

3. Serial Device is only available if you have a floppy disk, hard disk, or other optional storage device.

Once you save a city, be a little patient. It takes a while for your Saturn to compress the data and save it.

**Erase City** lets you remove a city from your Saturn's internal or external memory—but not from the CD-ROM.

**About** brings up exciting and thrilling information about the game and its makers.

## Speed Menu



This menu lets you control how fast the simulation runs. It is unavailable in the Terrain Editor.

**Pause** stops time in the simulation.

**Turtle** sets the simulation to run slower than molasses on a cold day.

**Llama** sets the simulation to run at a medium speed.

**Cheetah** sets the simulation to run as fast as it can possibly go.

## Options Menu



This menu controls a number of simulation and sound options so you can tailor the game to your style of play. It will stay open until you press **Cancel (B)**, so you can set more than one option at a time.

**Status Bar** lets you turn the Status bar off, so you can see more of your city at a time. It also lets you turn it back on.

**Sound Effects** toggles sound effects on and off.

**Music** toggles the musical soundtrack on and off.

**Auto-Budget**, when selected, stops the Budget window from opening at the end of each year, and automatically repeats the previous budget.

**Auto-Goto**, when active, automatically centers the City window over an important occurrence, such as a disaster.

When Auto-Goto is inactive, you will still receive messages to notify you of important goings on in your city.

**No Disasters** prevents disasters from occurring. No Disasters will not prevent the "official" scenario disasters, or stop disasters already in progress.

*Note: All power plants have a 50-year lifespan, and then they blow up. They don't cause fires or spread radiation—they just stop working and collapse. Watch your newspapers for warnings that power plants are getting old. If you have No Disasters active, when power plants reach the end of their lives, they are automatically rebuilt and you are automatically charged. If you don't have enough cash in your city funds to pay for the power plant replacement, it goes boom.*

**Smooth Zoom/Rotate** takes advantage of Sega Saturn's powerful graphics capability, and looks cool. If you turn this option off, the screen won't look as cool when it zooms and rotates, but it will zoom and rotate faster. Try it both ways and see which you like.

## Disasters Menu



This menu lets you activate various disasters. It is unavailable in the Terrain Editor and when No Disasters is selected in the Options menu.

**Fire** causes a fire to break out somewhere within the city limits.

**Flood** causes a wave of water to come in off the coast or down a river, washing away anything that isn't tied down. Floods are unavailable if there is no coast or river in your city.

**Air Crash** causes an airplane to crash somewhere within the city limits.

**Tornado** sets a tornado loose to wreak havoc across the city limits.

**Earthquake** sets the earth to quakin' and the ground to shakin'.

**Monster** releases the terror of the year 2000.

**Hurricane** causes damaging winds and floods to attack your city. Hurricanes are unavailable if there is no coast in your city.

**Riots** causes angry fire-starting protesters to rampage through your city.

## Newspaper Menu



This menu lets you set your newspaper delivery rate and read various local papers. It is not available in the Terrain Editor.

**Subscription** delivers a newspaper to you twice a year.

**Extra**, only delivers newspapers that report important occurrences—inventions and major steps in city growth.

**The Newspapers** let you open a newspaper by selecting a newspaper name. There will be from one (at the start of a city) to six (in a very large city) different newspapers. Opening a newspaper selects it as the one that will be delivered.

## Detailed Descriptions of the Tools

Here are listings of all the tools, explanations of how to use them, and their costs:

### City Tools



The **Bulldozer** is a single-press tool with four functions.



**Demolish/Clear** destroys and removes trees, rubble, and man-made (Sim-made) objects without affecting the terrain or zoning status. Just scroll the terrain so the Active Area is over the thing you want to destroy and press **Select (C)**. Cost: \$1 per tile.



**Level Terrain** lets you choose an altitude level and slice off hills and mountains at your chosen height. Level Terrain also clears, removing all trees, roads, power lines and buildings. Cost: \$25 per tile per altitude change.



**Raise Terrain** lets you make mountains out of molehills. Cost: \$25 per tile per altitude change.



**Lower Terrain** lets you lower mountains and dig canyons. (If you lower the terrain below sea level, it will fill with water.) Cost: \$25 per tile per altitude change.



**De-zone** lets you change residential, commercial or industrial zones to unzoned land. Cost: \$1 per tile.

*Warning: Raising, lowering and leveling terrain can be very expensive, so do it sparingly. If you want to make a lot of changes to the landscape, do it in the Terrain Editor before you start your city, and it'll be free!*



The **Landscape Tool** is a single-click tool with two functions.



**Add Trees** lets you place trees onto the landscape. Each press of the **Select (C)** button will place either one or two trees. Press repeatedly on a single tile to create dense thickets. Cost: \$3 per press.



**Add Water** lets you create lakes and streams by pressing **Select (C)** where you want your water to appear. Cost: \$100 per tile.



**Emergency** lets you dispatch police and/or fire departments to the scene of a disaster. This tool will be ghosted and unavailable except during a disaster.



Choose the **Dispatch Police**, **Dispatch Firefighters** or **Dispatch Military**, scroll to the area of the city where you want your city's finest to go, and press **Select (C)**. An icon representing your dispatched fire, police or military troops will be placed in the city. In general, you can place one icon for each station you have, but it can vary from time to time. The number of military troops you can deploy depends on the size of the military base. (If you don't have a military base, you can't dispatch military troops.) After you have placed them all, trying to place another will move the first one you placed to the last place you clicked, enabling you to block, surround and contain a fire or riot. There is no cost for dispatching police or firesims.



**Power** lets you place power lines and power plants.



**Power Lines** is a rubber-banding tool. Press **Select (C)** once where you want the power line to begin, and again where you want it to end. If you start laying a power line and change your mind, press the **Cancel (B)** button.

Power lines blink warning lights to let you know if they're not hooked to a power source. Power lines can only be run in straight lines and 90-degree angles. They can cross roads or rails, but not on curved sections or straight sections that run at 45 degrees. Laying power lines across water is more expensive. If you lay power lines across water, a dialog box will open and let you know how much it will cost. Cost: \$2 per tile across land, \$10 per tile across water.



**Power Plant...** lets you choose power sources for your city. Depending on the year and the technology level of your city, there may be from three to nine types of power plants available. Highlight the power source you want, press **Select (C)** to select it, then scroll to where you want it to go and press **Select (C)** again to place it. Highlight a power source and hold down the **Query/Info (Right Shift)** key for information on the advantages and disadvantages for each type of power plant.



**Water System** has five different functions. In 1900, only two functions are available. As time passes and inventions are invented, more become available.



**Pipes** is a rubber-banding tool. Press **Select (C)** where you want the pipe to start and press it again where you want the pipe to stop. If you start laying a water pipe and change your mind, press the **Cancel (B)** button. Water pipes are always laid underground. Activating Pipes automatically turns on the underground view so you can see your pipes. Cost: \$3 per tile.



**Water Pumps** are your best source of water. Water pumps need to be hooked to a power source to function, and need to be connected to the water grid with pipes to supply water to the buildings. Pumps near fresh water pump more than landlocked pumps. Cost: \$100 each.



**Water Towers** store precious water so you won't have summer shortages in arid climates. Cost: \$250 each.



**Treatment Plants** clean and recycle your city's water, lessening seasonal shortages. Cost: \$500 each.



**Desalination Plants** remove the salt from sea water. They are expensive, but sometimes necessary in beach communities with little or no other source of water. Desalination plants need power to function, and have internal water pumps. They produce approximately twice as much water as two water pumps next to a river. Cost: \$1,000 each.



**Rewards** become yours as you reach different population levels. They consist of special buildings and monuments to your mayoral prowess. The icon is ghosted and unavailable until you deserve a reward. The rewards you can strive to gain are ... sorry. You'll just have to wait and see for yourself.



**Roads** has six functions. Depending on the year and technology level of your city, you may only have access to roads and tunnels. As time passes, the other options become available.



**Road** is a rubber-banding tool. Press **Select (C)** where you want the road to start and press it again where you want it to stop. If you start laying a road and change your mind, press the **Cancel (B)** button. Roads can run in straight lines, 90-degree angles and 45-degree angles. When roads cross, they form an intersection. If you lay a road across water and it is possible to build a bridge, you will be told how much it will cost. If a bridge can't be built, you will be notified. Cost: \$10 per road tile.



**Highways** are high-capacity roads that are raised above the ground on pylons. They can handle approximately four times as many cars as regular roads. They are placed the same way as roads. You will need to place onramps to allow cars to get on and off highways. When highways cross, they form cloverleaves. If you lay a highway across water and it is possible to build a bridge, you will be told how much it will cost. If a bridge can't be

built, you will be notified. Cost: \$100 per highway section (4 tiles).



**Tunnel** lets you run road pathways through hills and mountains. Tunnels cannot curve, and you cannot cross tunnels, even at different altitudes. To place a tunnel, press **Select (C)** on the tile that you want as your entrance point. The entrance point must be a sloped tile. Your highway engineers won't try to build a tunnel where it's impossible to build, or where it is unsafe, due to unstable terrain. If you pick a good spot, an engineer's report will tell you how much the tunnel will cost and ask if you want to go ahead or not. Cost: \$150 per tile of tunnel.



**Onramps** allow cars and buses to travel back and forth between roads and highways. Onramps are a little tricky to place. You can only put them at intersections between roads and highways. Cost: \$25 per tile.



**Bus Depots** allow commuters to take the bus to work and help alleviate traffic. They must be placed on level ground. Passengers can get on and off between depots. Cost: \$250 each.



**Rails** has five functions. Depending on the year and technology level of your city, you may only have access to rails and rail depots. As time passes, the other options become available.



**Rail** is a rubber-banding tool. Press **Select (C)** where you want the rail to start and again where you want it to stop. If you start laying a rail and change your mind, press the **Cancel (B)** button. Rails are useless without rail depots. Cost: \$25 per tile.



**Subway** is an underground rail system. Subways are placed in the same way as rails, but while looking at the underground view. Subways are useless without subway stations. Cost: \$100 per tile.



**Rail Depots** allow commuters to get on and off trains. Without depots, rails are useless. They must be placed on level ground, and adjacent to tracks. Cost: \$500 each.



**Subway Stations** allow passengers access to subway trains. Subway trains only stop at stations. They must be placed on level ground, adjacent to a subway line. It's easier to place subway stations while looking at the underground level. Cost: \$250 each.



**Subway to Rail Junction** allows you to connect subways and above-ground rails for a continuous transit system. Junctions must be placed adjacent to a rail tile. Cost \$250 per tile.



**Ports** allows you to place airports and seaports.



Both **Airports** and **Seaports** are rubber-banding tools. Press **Select (C)** where you want the port to begin, and again where you want it to end. Ports can be lines or rectangles. If you start placing a port and change your mind, press the **Cancel (B)** button. Ports must be powered before they will develop. Airports aren't available until around 1910. Seaports must be on a shoreline to be of any use. Cost: \$250 per airport tile, \$150 per seaport tile.



The **Residential Zone** tool lets you designate areas of your city as places where Sims live. All zone tools are rubber-banding tools. Zones can be single tiles, lines or rectangles. If you start placing a zone and change your mind, press the **Cancel (B)** button.



You can zone either **Light Residential** or **Dense Residential**. Cost: Light Residential \$5 per tile, Dense Residential \$10 per tile.



The **Commercial Zone** tool lets you designate areas of your city as places where Sims build stores, offices and other places of commerce. All zone tools are rubber-banding tools. Zones can be single tiles, lines or rectangles. If you start placing a zone and change your mind, press the **Cancel (B)** button.



You can zone either **Light Commercial** or **Dense Commercial**. Cost: Light Commercial \$5 per tile, Dense Commercial \$10 per tile.





The **Industrial Zone** tool lets you designate areas of your city as places where Sims build factories. All zone tools are rubber-banding tools. Zones can be single tiles, lines or rectangles. If you start placing a zone and change your mind, press the **Cancel (B)** button.



You can zone either **Light Industrial** or **Dense Industrial**. Cost: Light Industrial \$5 per tile, Dense Industrial \$10 per tile.



**Education** is a tool that lets you provide your citizens with everything they need to improve their minds.



Cost: \$250 per school, \$1,000 per college, \$500 per library, \$1,000 per museum.



**City Services** lets you provide your city with those necessities of life that we all wish weren't necessary.



Cost: \$500 per police station, \$500 per fire station, \$500 per hospital, \$3,000 per prison.



**Recreation** lets you provide your citizens with places to have a little rest, relaxation and plain old fun.



Cost: \$20 per small park, \$150 per large park, \$3,000 per zoo, \$5,000 per stadium, \$1,000 per marina.



**Help** supplies you with the information you need to succeed in SimCity 2000. There is no charge for asking for help.



**Query** is a tool for closely inspecting different parts of your city. With Query active, highlight a part of the city and press **Select (C)**. Press **Cancel (B)** to close the information screen. This is the same as pressing and holding the **Query/Info (Right Shift)** button on the Control Pad.



**Help** displays a message on how to use the **Help (Left Shift)** and **Query/Info (Right Shift)** buttons on the Control Pad.



**Navigation** helps you move around the city. All navigation functions can be performed using hot keys on the Control Pad. See the back of this manual for details.



**Zoom In** makes the city bigger.



**Zoom Out** makes the city smaller.



**Rotate Counter-Clockwise** rotates the city 90 degrees counter-clockwise.



**Rotate Clockwise** rotates the city 90 degrees clockwise.



**Marker** jumps the city from Marker to Marker.



**Set Marker** lets you choose the five Marker locations.



**Population Screen** gives you information about the Sims in your city.



**Neighbors Screen** gives you information about your neighboring cities.



**Industry Screen** gives you information about the different industries and lets you set industrial tax rates.



**Graphs Screen** displays many informative graphs of city information.



**Budget Screen** lets you inspect and adjust your city's yearly budget.



**Maps Screen** displays a number of physical and demographic maps that are useful to Mayors and city planners.



**Show/Hide Layers** lets you look at your city any way you need or want. Unlike most other tools, the options for this tool stay on the screen, allowing you to select or deselect more than one, until you press the **Cancel (B)** button. Showing and hiding doesn't remove anything from the city, it just temporarily hides them so you can get a better view.



**Underground** lets you see below the city so you can check and work on water pipes and subways.



**Zones** turns on and off the display of all Sim-made buildings in zones.



**Networks** turns on and off the display of all roads, rails and power lines.



**City Buildings** turns on and off the display of all city-owned buildings.

## Terrain Editor Tools



**Terrain** lets you modify the land in your city. There is no cost for modifying terrain in the Terrain Editor.



**Raise Terrain** is a single-press tool that lets you build hills and mountains.



**Lower Terrain** is a single-press tool that lets you dig valleys and canyons.



**Stretch Terrain** is a press-and-drag tool that lets you quickly pull mountains up or down. With Stretch Terrain active, **press and hold down the Select (C) button**, then press the **D-Pad up** direction to raise a mountain or the **D-Pad down** direction to lower a mountain. Once the terrain is stretched, release **Select (C)**.



**Level Terrain** is a press-and-drag tool that lets you quickly level off mountains and fill valleys. With Level Terrain active, place the active area on land that is the level you want, **press and hold down the Select (C)**

**button**, then press the **D-Pad** in any direction to level the terrain. Once the terrain is leveled, release **Select (C)**.

*Note: If you save your city in the Terrain Editor, it will be named **New City**. You have to leave the Terrain Editor to name your city yourself.*



**Water** lets you create still water and streams.



**Place Water** lets you add ponds and lakes.



**Place Stream** lets you add water that flows downhill and eventually forms a lake.



**Tree** lets you place single trees or forests.



**Place Tree** lets you add one tree at a time.



**Place Forest** lets you add lots of trees with each click.



**Sea Level** lets you raise and lower the city's sea level to create deserts or islands. Unlike most tools, the Sea Level options stay open, allowing you to use them repeatedly, until you press the **Cancel (B)** button.



**Raise Sea Level** raises the sea level in the city by one tile each time you select it.



**Lower Sea Level** lowers the sea level in the city by one tile each time you select it.



**Generate New Terrain** opens the New Terrain screen where you can set a number of options, then have SimCity 2000 generate a landform to your specifications.



The **Mountain**, **Water** and **Tree** sliders let you adjust the amount of the surface of your city that is covered by mountains, water and trees. Use the **D-Pad** right and left directions to highlight the slider you want, then use the up and down directions to set the slider level. The higher the slider, the more mountains, water or trees you get. The lower the sliders, the less you get.

The **Coast** button, when highlighted, creates a coastline along one side of the next landscape that is generated.

The **River** button, when highlighted, creates a river through the next landscape that is generated.

Highlighting the **Make** button and pressing **Select (C)** generates a new terrain based on your settings.



**Navigation** helps you move around the city.



**Zoom In** makes the city bigger.



**Zoom Out** makes the city smaller.



**Rotate Counter-Clockwise** rotates the city 90 degrees counter-clockwise.



**Rotate Clockwise** rotates the city 90 degrees clockwise.



**Goto** instantly scrolls the city to the spot that is marked by Set Goto.

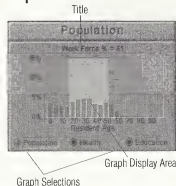


**Set Goto** lets you choose the location that Goto scrolls to.



Selecting **Done** tells the Terrain Editor that you are finished modifying the terrain and are ready to start a city (and the game). You will be asked for the city's name, play level and starting year, and the game will begin.

## Population Screen



The Population screen gives you graphical information about the resident population of your city. It displays three different graphs that can be selected by highlighting the graph name at the bottom of the screen with the **D-Pad**, then pressing **Select (C)**.

**Population** shows the age distribution of the city's residents, and displays the percentage of citizens that is your potential work force.

**Health** shows the life expectancy (LE) of population, by age, and displays the life expectancy of the current work force.

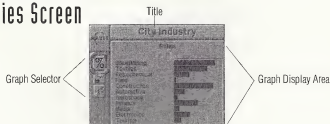
**Education** shows the Education Quotient (EQ) of the population, by age, and displays the EQ of the current work force. A high EQ attracts high-tech industry to your city. EQ is affected by the presence of schools, colleges, libraries and museums.

## Neighbors Screen



The Neighbors screen displays your city's population along with the population of its neighboring cities and the total population of SimNation.

## Industries Screen



The Industries screen gives you valuable information on the industrial base of your city. It displays three graphs that are chosen by highlighting them with the **D-Pad** and pressing **Select (C)**.



**Ratios** shows the current ratio of each different type of industry. The longer the blue bar next to an industry name, the more of that industry there is in your city.

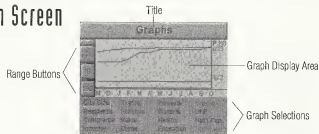


**Tax Rates** shows the property tax rate that each industry pays. The initial tax rate is 7%. The overall tax rate for all industry can be set in the Property Tax folder of the Budget screen. Here you can independently adjust taxes on each industry to encourage some industries to move into your city and others to move out.



**Demand** shows a graph of which industries' products are in demand nationally.

## Graph Screen



The Graphs screen displays statistical graphs about many elements of your city.

You can choose to display graphs of information for the last 1, 10 or 100 years by highlighting the 1, 10 or 100 buttons and pressing **Select (C)**.

You can toggle the display of each graph on and off by highlighting the name of the graph in the Graph Selections and pressing **Select (C)**.

Each graph:

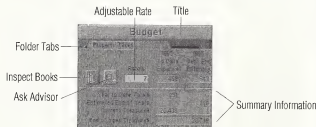
- Is shown in the same color as its name
- Has a "mark," a letter or symbol at its right end to help you identify it
- Is followed by a number that gives its current value

Here's a chart of all the graphs:

Name	Mark	Description
City Size	S	The total city population.
Residents	R	The population that isn't part of the job market, including children, elderly and spouses not employed outside of the home.
Commerce	C	The number of people employed in commercial jobs.
Industry	I	The number of people employed in industrial jobs.
Traffic	T	The average density of your road network, including buses but not trains or subways. For this graph, traffic is considered road congestion, not the total amount of travel.
Pollution	P	The growth or decline in the general level of pollution in the city.
Value	V	The fluctuations of the average land value in the city by graphing the median home price.
Crime	X	The changing crime rate in your city.
Power%	p	The remaining capacity of your power plant(s). When you get to 0 you'll start to have brownouts.
Water%	w	The remaining capacity of your water system. When you get to 0 you'll need more wells and pumps.
Health	h	The growth or decline of the overall health level of the citizens of your city.
Education	e	The ever-changing average level of education in your city.
Unemp.	u	The changing number of people that are unemployed in your city.
GNP	g	The Gross National Product, or total value of goods and services produced by the residents of SimNation. This affects the market for industrial goods produced in your city.
Nat'l Pop	n	The changes in SimNation's total national population.
Fed Rate	%	The prime interest rate as set by SimNation's Federal Reserve Board.

## Budget Screen

The Budget screen is an advanced feature of SimCity 2000, but it gives you complete control of your city's finances. By default, the Auto-Budget option is set. If you turn off this Auto-Budget (in the Options menu), the Budget screen will appear every year at the end of December so you can inspect, change and approve the budget. Of course you can always look at the Budget screen whenever you want, but having it pop up every year is a handy reminder.



There are eight different areas of the budget. Each one is in a folder. Highlight the Folder Tabs with the **D-Pad** to inspect the contents of the folders. Each folder has:

- A folder name (on the Folder Tab)
- An Inspect Books button to get more information
- An Advisor button to get help
- An adjustable rate (except Ordinances and Bond Payments)
- A year-to-date and end-of-year projection for this area of the budget
- A year-to-date and end-of-year projection summary of the total budget

*Note: When the Budget window opens automatically at the beginning of a new year, the Year-to-Date column shows the total for the year that just ended, and the Annual Estimate column shows estimated cost for the year that is just beginning.*

Here's a description of each of the eight budget areas:

### Property Taxes

Property taxes are your main source of cash for maintaining and expanding your city. The default property tax rate is 7%. The minimum tax is 0%, the maximum is

20%. Any taxes you set here will be equally applied to all zones. You can independently set the tax rates for residential, commercial and industrial zones in the Property Taxes Books.

Use the **D-Pad** left and right directions to select the tax you want to change, residential, commercial or industrial. Then use the **D-Pad** up and down directions to set the tax rate.

The graph shows the income you are receiving from each of the zone types. Residential is green, commercial is blue and industrial is yellow.

Press **Cancel (B)** to close the books and return to the Budget screen.

### City Ordinances

This folder shows the costs and incomes of all combined city ordinances. Ordinances have a variety of effects on your income and on city growth. Usually, you, as mayor, must approve and establish these programs, but if your city is doing very well, the City Council may take it upon itself to enact some programs that benefit the city.

Press the **Inspect Books** button to inspect and enact the City Ordinances.

There are five different folders of ordinances, plus a sixth folder that shows a summary of the financial effect of all the ordinances.

Use the **D-Pad** left and right directions to select the folder you want. Use the **D-Pad** up and down directions to select individual ordinances, then press **Select (C)** to enact or cancel them. The cost of or income from the ordinance will appear to the right of the ordinance's name.

Press **Cancel (B)** to close the ordinances and return to the Budget screen.

### Bond Payments

As mayor, you can issue bonds—borrow money to improve and grow your city. Each bond brings you \$10,000. Interest on the bonds is deducted from your city funds automatically each year, and you'll keep paying that interest until you pay back the bond. The interest rate you

pay on outstanding bonds is based on your city's current value and loan rating.

Press the **Inspect Books** button to inspect the bond files.

There are three folders in the Bond files:

1. Show Bonds give a summary of all bond-related information. Loan ratings range from AAA (best) to F (worst). Your rating is based on your city value. The higher your rating, the more bonds you can issue and the lower the interest rate you pay on them.
2. Bond Payments is a graph of how much your bonds will cost you in interest if you don't pay them back.
3. Outstanding Bonds lists your current outstanding bonds and their interest rates. The Outstanding Bonds folder also has buttons to issue and repay bonds. When you issue a bond, you are given the current interest rate and asked if you're sure you want to issue one. Highlight Yes or No, then press Select (C). When you repay bonds, they are repaid in the order they were issued.

Press **Cancel (B)** to return to the Budget screen.

## Police Department

This shows the cost and funding level for police departments in your city. You can set the percentage of funding from 0 to 100%. In general, try to keep police funding as high as possible to prevent rampant crime. Complete funding for a police station is \$100 per year.

Pressing the **Inspect Books** button reveals a graph of the projected long-term cost of your current funding levels. Press **Cancel (B)** to return to the Budget screen.

## Fire Department

This shows the cost and funding level for fire departments in your city. You can set the percentage of funding from 0 to 100%. In general, try to keep fire department funding as high as possible to prevent fires and to put out the ones that do occur faster. Complete funding for a fire department is \$100 per year.

Pressing the **Inspect Books** button reveals a graph of the projected long-term cost of your current funding levels. Press **Cancel (B)** to return to the Budget screen.

## Health & Welfare

This shows the cost and funding level for medical services in your city. You can set the percentage of funding from 0 to 100%. In general, try to keep funding as high as possible to keep your Sims healthy. If you keep your funding at 100% for several decades, the average life expectancy in your city will increase. Complete funding for each hospital is \$75 per year.

Pressing the **Inspect Books** button reveals a graph of the projected long-term cost of your current funding levels. Press **Cancel (B)** to return to the Budget screen.

## Education

This shows the cost and funding level for education in your city. This funding supports both schools for the children and colleges for higher learning. Without schools, education in your city will be very limited, and you will be unable to support high-technology industries. You can set the overall funding for education between 0 and 100%. Complete funding for a school costs \$25 per year, and a college costs \$100 per year.

You can independently set the funding rates for schools and colleges if you press the **Inspect Books** button.

Use the **D-Pad** left and right directions to choose between School and College Funding, and the up and down directions to set the funding rate. Press **Cancel (B)** to return to the Budget screen.

## Transit Authority

This shows the cost and funding level for maintaining the transportation system in your city. This funding maintains roads, rails, highways, subways, bridges and tunnels. Without proper funding, your transit systems will deteriorate and commuting and commerce in your city will fall to pieces.

You can set the overall percentage of funding for your transportation systems from 0 to 100%. Complete transit authority funding per year is: \$1/10 tiles for roads, \$1/5 tiles for rails, \$1/section for highways, \$2/5 tiles for subways, \$2/5 tiles for bridges and \$2/5 tiles for tunnels.

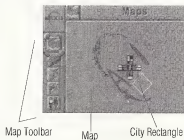
You can independently set the funding rates for roads, rails, highways, subways, bridges and tunnels if you press the **Inspect Books** button.

Use the **D-Pad** left and right directions to choose between the different funding areas, and the up and down directions to set the funding rate. Press **Cancel (B)** to return to the Budget screen.

## Map Screen

The Map screen shows you your complete city limits at once, with vital information in a number of different map displays.

Somewhere in the map is a rectangle that outlines the area of the city that currently shows in the city in the Main screen. You can move the rectangle with the **D-Pad**. When you return to the Main screen, the part of the city that is in the rectangle will be displayed. The rectangle changes size, depending on the zoom level in the Main screen.



Press **Cancel (B)** when the toolbar is inactive to leave the Map screen and return to the Main screen.

Press **Activate toolbar**

## The Map Toolbar

The Map toolbar works just like the City toolbar. It is activated with the **Activate Toolbar (Z)** button and is deactivated with **Cancel (B)**. You select different maps from the Map toolbar by highlighting them and pressing **Select (C)**.

## The Maps



**City Form** shows maps of your city's overall shape and zoning.



**Structures** shows buildings and city infrastructure, including roads, rails, etc. **Zones** shows the

areas that have been zoned. Residential zones are shown green, commercial zones are blue and industrial zones are yellow.



**Transportation** shows transportation-related maps.



**Roads** shows the roads in your city. **Rails** shows the railways in your city. **Traffic Density** shows the relative amount of traffic in different parts of the city in shades of gray. The darker the gray, the heavier the traffic.



**Power** helps you track power in your city.



The **Power Grid** map shows where your city is and isn't powered. Powered zones are shown in yellow, zones that have lost power are shown in red, and power lines are shown in white.



**Water System** helps you track the water supply in your city.



The **Water Grid** map shows where your city does and doesn't have a water supply. Zones that are hooked to the water supply are shown in yellow, zones that have no water are shown in red, and water pipes are shown in white.



**Population** shows maps that tell you about your Sims.



**Population Density** shows the relative number of Sims in each part of your city in shades of gray. The darker the gray, the denser the population.



**Rate of growth** shows in shades of blue where in the city the population is increasing, and in shades of red where it is decreasing. The darker the blue or red, the more drastic the population change.





**Crime** shows maps that have to do with crime and police.



**Crime Rate** shows the relative amount of crime in each area of your city in shades of gray. The darker the gray, the worse the crime.



**Police Power** shows the relative amount of police coverage in different areas of the city, also in shades of gray.



**Police Departments** shows each of your stations as a white square.



**Pollution** shows you the relative amounts of pollution in your city. This is a reading of all types of pollution combined, and is shown in shades of gray. The darker the gray, the worse the pollution.



**Land Value** displays the relative property values in the city, shown in shades of gray. The darker the gray, the higher the value.



**City Services** shows maps of the condition of your city's important services.



**Fire Power** shows the relative fire coverage of different parts of your city in shades of gray. The darker the gray, the more the coverage.



**Fire Departments, Schools and Colleges** show the locations of these buildings as white squares.

## Strategies

### In General

The first thing to do is decide what kind of city you want to build. Once you know what your long-term goals are, you can best plan your strategy.

If you want to grow your population as large as possible, then zone densely, keep control of crime, and watch the newspapers for public opinion and important inventions. If you want to make a lot of money, then tax your subjects until they scream and keep your spending to a minimum. If you want to create a city that you'd like to live in, then keep your eye on the newspapers for public opinion, and mentally put yourself in your Sims' places.

When you start to build, stay small and go easy on the infrastructure. Keep your costs down. You want to get out of the red and into the black as soon as possible. Show a little patience and build up a good reserve of funds.

As you build, try not to make large, densely concentrated areas. The denser the population of an area, the more pollution and the more crime you have. Try to find a happy medium between suburban sprawl and super-dense city.

Remember that not only does it cost to build city infrastructure, but it costs to maintain it.

If you need to skimp on city services, go ahead, but keep your police well-funded. If your town is small or you have a lot of police stations, you may not need to keep them fully-funded, but be careful. Use the Query/Info button to see your police stations' effectiveness. If the arrests are equal to the crimes, you can try lowering the funding for a while. Once the arrests fall behind the crimes, add more funding or more police stations. High crime destroys land value, chasing out some of your population and lowering your tax income. Skimping on fire department funding is a little less drastic, but can be dangerous. Do so at your Sims' risk. You can turn off disasters in the Options menu—if you're a wimp.

Try to maintain high land values to keep those property taxes coming in. But be sure to zone for some low-cost housing, since all your Sims can't afford to buy luxury homes on waterfront property.

Remember that you have to replace your power plants every 50 years. Buying the big, expensive power plants is more efficient as far as cost per megawatt, but only if your city is large enough to need all that power.

You need a good balance of the three basic zones, with the number of tiles zoned residential approximately equal to the total tiles zoned commercial and industrial. In a small city, you'll need more industrial than commercial. You'll need equal numbers of each at a population of about 100,000. Above that, lean more towards commercial. The Demand Indicator in the City toolbar lets you know which zones you should be adding.

Try to work with the land instead of using brute force to overpower it. You'll not only end up with a much more "organic" looking and feeling city, but it'll save you a lot of money. Best yet, pick—or build—a beautiful site for your city before you start to build.

As for the actual layout of your city, maps of cities from all over the world are easily available. Start with your favorite city and improve on it.

Above all, use your imagination.

## Dealing With Disaster

Unless you have No Disasters set in the Options menu, disasters just happen. The disasters that are connected with a scenario happen even when you have disasters turned off. So there. If you're the adventurous type (or just plain mean) you can set off your own disasters from the Disasters menu and test your preparedness, your quick thinking and the robustness of your city's design. Not all disasters are available in the Disasters menu.

Certain conditions in your city attract or discourage disasters, and certain city events can even cause them. So, to a certain extent, you can prepare for and even lessen the likelihood of disasters.

In the event of a disaster, the first thing to do is stop any fires that you can. Next, rebuild the utilities, then the transportation system. Be ready to jump on that Emergency button in the City toolbar. It will let you deploy your fire, police and sometimes the military to areas of need, but be careful where you put them. In general, firemen are good at fighting fires, but can be wiped out by rioters; police are good at controlling riots, but can get burnt up in a fire. Both fire and police can handle the manual labor of building dams to help fight floods. If you have a military base, you may have access to troops during an emergency. Military troops are capable of anything police or firemen can do; they're just not quite as specialized or effective.

## Fires

Fires are most likely to occur when the weather is hot and you don't have good fire department coverage. Fires are also the by-products of other disasters including air crashes, riots and tornadoes. You can

fight fires by using the Emergency button in the City toolbar and blocking their path with the Emergency Fire Icons. As tiles burn up, move in and surround the fires. Dispatching your police to the scene of the fire can help keep cars and crowds away and let the firemen do their jobs, but police can't fight fire. If you have the right kind of military base, the Emergency button may give you access to military troops to help fight fires.

## Floods

Floods occur in the wet season, and can be the by-products of hurricanes, tidal waves or tornadoes. They are most likely to occur on the coastline, but occasionally a river will flood. Floods only destroy things at sea level. Buildings that are even one tile up will weather the storm. Since seaports must be at sea level, they are prime targets for flood damage. If you have a river, try building your seaports upriver, away from the coast. You can also use the Raise Terrain mode of the Bulldozer tool to build protective dikes in areas that you think might flood. You can try deploying your police and fire departments with the Emergency tool to help build dams to hold back floods.

## Riots

The main causes of riots are heat, high crime and unemployment. Riots can also occur if your city has a long blackout. A good economy and a low crime rate are the best ways to prevent riots. And keep your power going. You can fight riots with the Emergency button and your police departments the same way you'd fight a fire with your fire departments. Fires are by-products of riots.

## Air Crashes

Sometimes planes or helicopters crash. Other than a smashed building here and there, the main danger from an air crash is fire. Put out the fire as quickly as you can, then hold an investigation and call it pilot error. If a plane crashes at the airport, fire the air traffic controller.

## Tornadoes and Hurricanes

Tornadoes and hurricanes occur because of climatic conditions, and cannot be prevented. Keep an eye on the weather reports of high winds in the newspaper and you might receive enough warning to reinforce your police and fire departments in time.

## Earthquakes

Once again, there's nothing you can do to prevent them. All you can do is treat the symptoms—and those are many. Earthquakes not only shake down buildings and damage your city's infrastructure (roads, rails, power lines, etc.), but cause fires, looting and riots.

## Nuclear Meltdown

If you have a nuclear power plant, there is a chance that it will melt down. When it does, your city is in real trouble. There will be a big explosion, fires will break out, and radiation will spread and contaminate the surrounding land and water. The radiation lasts many generations. Neither you nor your Sims can build on contaminated ground.

Don't confuse the end of your power plants' workable life span with a disaster. Even though your nuclear plants will stop working and blow up after 50 years, there is no danger, other than from blackouts or brownouts. This is just the plant wearing out, not blowing up, melting down or leaking.

Fusion plants don't melt down and don't leak radiation, only fission (standard nuclear) plants.

## Ops

The microwave power plant has its accidents, too. On occasion, the beam of energy from the satellite misses the collector dish and causes some inconvenient death and destruction. There's nothing you can do to prevent it, but put the fires out as soon as you can.

## The Monster

The monster may be an intelligent creature from outer space. But then again, it might just be a Hollywood movie special effect run amok. The presence of certain military bases may deter the monster or rush it on its way. Maybe if you could make it understand that its behavior is antisocial, it will stop. But then again, maybe not.

## Others

There are a number of other disasters that will pop up from time to time in SimCity 2000, but you'll find out all about them in your own good time.

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